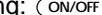Thank you for purchasing the Spelling Tutor (SA-50).

## HOW TO USE THE SA-50

**Battery Installation:** Open the battery compartment located on the underside of the unit by sliding the cover off toward you. Be sure to position 4 AAA batteries (not included) according to the polarity markings (+-) inside the compartment. We recommend the use of alkaline or high quality rechargeable batteries.

Turn the SA-50 on by pressing: ⎛ON/OFF⎞. You see:

```
┌─────────────────────────┐
│         Ready           │
│                         │
└─────────────────────────┘
```

**Important:** If the screen is too bright or too dark, use ⏷ to brighten the contrast or ⏶ to darken the contrast.

The Spelling Tutor has an automatic shutoff feature which extends battery life. See the games portion of this manual if you want to set a longer shutoff time.

**NOTE:** Pressing ⎛INFO⎞ at the "Ready" screen brings up general operating instructions. Pressing the info key at other screens brings up information relevant to the screen you are viewing.

## SPELL CORRECTION

The SA-50 contains a 50,000 word spell-checking dictionary which is edited and maintained by Merriam-Webster. Type in a word the way you think it is spelled and the SA-50's Spellblaster II correction technology brings you a list of corrections.

Let's see what happens when you enter a correctly spelled word. Type tough.

Press ⎛ENTER⎞. The message "Correct!" flashes to let you know that you have spelled the word correctly.

If you make a mistake typing in a letter, use ⬅ to erase the last one you typed.

Pressing ⮕ will add a space.

Now let's try a misspelling. Press ⎛CLEAR⎞ to return to the "Ready" screen.

Type tuf and then press ⎛ENTER⎞.

The message "Working..." flashes and then the message "List size 10" appears for a short period of time. The screen below then appears:

```
┌─────────────────────────┐
│ tough              ⭳    │
└─────────────────────────┘
```

The down arrow indicates the availability of more words. Use ⏷ to see them.

## MATCHMAKER

Your SA-50 has an amazing way to look up words. It's called Matchmaker. There are two Matchmaker symbols: a "?" (Letter Detective) and an "✱" (Fragment Finder).

Let's try using them now! Make sure that you are at the "Ready" screen. Type e??y. Your screen should look like the one below:

```
┌─────────────────────────┐
│ e??y                    │
└─────────────────────────┘
```

Now press ⎛ENTER⎞. The screen below appears:

```
┌─────────────────────────┐
│ easy               ⭳    │
└─────────────────────────┘
```

Use ⏷ and ⏶ to see every four letter word from the SA-50 which begins with "e" and ends in "y". This is a great feature if you like playing crossword puzzles.

The next Matchmaker symbol we'll try is called the Fragment Finder. Use ⎛WILDCARD⎞ to type it in. The "✱" symbol represents zero or more characters.

Let's try it now. Press ⎛WILDCARD⎞. Type the letters oa. Press ⎛WILDCARD⎞. Your screen should look like the one below:

```
┌─────────────────────────┐
│ ✱oa✱                    │
└─────────────────────────┘
```

Press ⎛ENTER⎞. You now see:

```
┌─────────────────────────┐
│ aboard             ⭳    │
└─────────────────────────┘
```

Let's try a different way of using the Fragment Finder. Let's suppose that you want to find all of the words in the SA-50 that end in "ment".

Press ⎛WILDCARD⎞. Type in ment and then press ⎛ENTER⎞. You now see:

```
┌─────────────────────────┐
│ -ment              ⭳    │
└─────────────────────────┘
```

You could even use the Fragment Finder to find all of the SA-50's words that begin with "con" by typing in the letters con, pressing (WILDCARD) and then pressing (ENTER).

NOTE: Sometimes, words seem to run right off of the screen. Simply use (→) to see the rest of the word, and (←) to go back to the beginning of the word.

**THE FUN WAY TO BETTER SPELLING!**

Your own personal spelling list (called the User List) of up to 50 words may be stored in the SA-50. Practice these words by using them in the SA-50's educational word games. This makes learning fun and takes the drudgery out of learning spelling. While playing the games, any words which are causing you trouble will be repeated more often. The more you see and practice the word, the faster you'll learn it!

You can even edit the user list. Take some or all of the words out and put new words in.

Here's how to add your weekly spelling words:

At the "Ready" screen, press (LIST). The message "List is empty" appears for a short period of time.

Let's add a word to the User List. Type the word farmer. Press (ADD). The message "Word added" flashes and you are taken back to the screen where you typed "farmer".

Let's try another word. Type ninja. Press (ADD). The message "Not in book" appears for a short period of time and then the screen below appears:

```
Is it OK? Y/N/?
```

The above screen appears because the word "ninja" is not in the SA-50's list of words. You have three options at this screen:

1. Pressing the letter "Y" will add "ninja" to the User List.

2. Pressing "N" will not add "ninja" to the User List and will take you back to the screen where you typed in the word.

3. Pressing "?" will correct the spelling of the word.

Another reason for this screen to appear is if you mis-spell a word you are trying to add to the User List. It is a good idea to double-check the spelling of the word you are trying to enter if this screen appears.

Since we know that "ninja" is the correct spelling, press the letter "Y". "Ninja" has now been added to your User List. The "U" next to the word indicates that it is a User list word only, and not a word from the SA-50's main list.

Press (LIST). The message "User list 2" (letting you know that 2 words are in the list) flashes and the screen below appears.

```
farmer          ↓
```

The words are presented in the order in which they were added. "Farmer" is first, "ninja" is second in the list.

To remove a word from the User List, use the arrow keys

until the word you want to delete from the list is on the screen. Use (↓) until the word "ninja" is on the screen. Press (-). The message "Word removed" appears and "farmer" is left on the screen.

To remove all of the words from the User List. Press the letter "C". The screen below appears:

```
Clear list? Y/N↓
```

If you press "Y" the entire User List will be erased. If you made a mistake, and didn't really want to press the let-ter "C", press "N" and the User List will not be erased.

Since we want to delete the whole User List, press "Y". The message "List is cleared" appears.

**GAMES**

The games in the SA-50 are educational and help make learning to spell fun. To play, press (PLAY) at the "Ready for word" screen. The screen below appears:

```
A Flashcards    ↓
```

Press (↓) to view the other games in the menu.

The list of games is as follows:

A Flashcards

B Spelling Bee

C Hangman

D User Hangman

E Jumble

F Word Blaster

G Set Off Time

H Set Contrast

I Blink Rate

Simply press ENTER when the game you want to play appears on the screen. Notice the letters to the left of the games. When you become more familiar with the games menu, simply press PLAY and then the key which corresponds to the game you want to play. For example, press PLAY and then the letter "F" to play Word Blaster. It's that easy!

NOTE: Enter a few words into your User List, if you haven't already. One game requires words in the User List, and some of the options we will mention in the following descriptions require that words be in the User List.

**A Flashcards:** This game flashes random words on the screen for you to study. After you select the game the following screen will appear:

```
Pick list: Main↓
```

Press ↓ and "User" List is the option you may choose. When "Main" is on the screen, press ENTER. You are now asked how big you want the words to be. Choose from 3 to 14 letters long. When the size of the words you want to study is on the screen, press ENTER.

A word will appear on the screen (later on we'll discuss the number which appears in front of the word). Study it

for as long as you like, then press ENTER to see another word. Press PLAY or CLEAR to leave the game.

**B Spelling Bee:** This game flashes words on the screen and then asks you to type them in correctly. You can change the speed that they flash and the word size. If you play the game with your User List words, you can't change the word size.

Here's how to play:

After you select Spelling Bee, if you have entered a User List, you'll need to choose which word list to use. Press ENTER when "User" is on the screen, you see:

```
Speed: 5          ↕
```

Press ↓ and ↑ to change the speed (1=slowest, 10 = fastest). When the speed you wish to choose appears on the screen, press ENTER.

The game flashes a word on the screen, and the screen below appears:

```
Enter answer:
```

Type the word in, then press ENTER. If you spelled the word correctly, you'll see:

```
You win!!
```

If you don't spell the word correctly, the message "Sorry,

you lost" appears on the screen for a short period of time. The word which was flashed then reappears. To play again, press ENTER. To leave the game press PLAY or CLEAR.

**C Hangman:** This game may be played with the User List or the Main List. The SA-50 will pick a mystery word. You can pick which list and the number of tries you have to guess the word. Here's how to play:

After you select the game, if you have entered a User List you will see:

```
Pick list: Main↓
```

Press ENTER when the choice "User" is on the screen. The next screen asks you "# of tries" (from 3 to 15). Press ENTER when the number you want to use appears on the screen.

Now the SA-50 picks a word and asks you to type in your guesses one letter at a time. If you guess the word before you run out of tries—you win! To play again, press ENTER.

**D User Hangman:** This is a two-player game. One player types in the word to be guessed and the other player has to guess the word.

Here's how to play:

After you select the game, on the screen you will see:

```
Enter word:
```

Now type in the word to be guessed and press ENTER.

Now choose the number of tries your opponent will have to guess the word. Press ENTER.

Your opponent will now guess one letter at a time. To play again, press ENTER. To leave the game press PLAY or CLEAR.

**E Jumble:** This game takes words from your User List and jumbles them so that you have to "unjumble" them and spell the word correctly. This game only uses the words from the User List. If you haven't added any words to the User List, you can't play Jumble.

After you select the game, on the screen you will see the message "Getting a word" and then a word with jumbled letters. When you know what the word is, type in your guess and press ENTER.

If you are correct, you'll get the message "You win!!". If you guess wrong, you'll see "No, try again" and you'll get another chance. If you give up, press ?. You are then given the answer. To play again, press ENTER.

**F Word Blaster:** In this game you must guess a word that the SA-50 picks and shows you one letter at a time. You can set the speed that the letters are shown to you. Here's how to play:

After you select the game, if you have entered a User List you will have the option of choosing the Main List or the User List to take words from.

If you choose the Main List, you'll need to set the size of the words to be used. The next option you'll need to set is the speed of the game (1 = slowest, 10 = fastest).

Now the SA-50 will start showing you one letter of the word at a time. You must try to guess the word before all of the letters are shown. When you think you know what the word is, press ENTER. Now type in your guess. If you are right the message "You win!!" flashes. If you are wrong, you get another chance. If you can't guess the word, press ? while the "Enter answer:" screen is showing. The SA-50 will then show you the mystery word. To play again, press ENTER.

**G Set Off Time:** If you want to adjust the Off Time time interval, press PLAY. Use ⬇ until you see "G Set Off Time" on the screen. Press ENTER. The message "Auto-off time" should appear on the screen, followed by a number from 1 to 8. Use the up and down arrow to find a time you would like to set the SA-50's shutoff time to, then press ENTER. The shutoff time is now set. Press CLEAR to return to the "Ready" screen.

**H Set Contrast:** This menu item allows you to set the screen contrast of your SA-50. After you select the item, use ⬇ and ⬆ to view the different contrast settings. Press ENTER when the contrast setting you want appears on the screen.

**I Blink Rate:** This menu item allows you to select a blink rate. As you use ⬇ and ⬆ to view the different blink rates (from very slow to very fast, or no blink), notice how the flash of the arrow is affected. Press ENTER when the blink rate you prefer appears on the screen.

### WANT TO SEE YOUR SCORE?

To see your score, press INFO at the end of a round.

### THE PAGE KEY

You may have noticed a key labeled PAGE. If you press it, after the SA-50 finds the correct spelling of a word, a number appears on the screen.

This number is the page number on which your word is found in Merriam-Webster's Elementary Dictionary. By turning to that page, you can learn the word's definition, pronunciation, and more.

Using the page finder helps to build dictionary and language skills.

### SPECIAL DICTIONARY OFFER

Franklin now makes it possible to purchase Merriam-Webster's Elementary Dictionary at a special discounted price. Information on how to order the dictionary is included on the enclosed postage-paid reply envelope.*

Webster's Elementary Dictionary is the perfect companion to the SA-50. Finding the definition of a word is easy because you know what page to turn to before you even open up the book. But, most importantly, the SA-50 makes learning to use the dictionary fun!

*If the envelope is missing, to order the printed dictionary you may call 1 (800) 762-5382.

### HERE'S HOW PAGE FINDER WORKS

1. Type in a word and press ENTER.

2. When the correct word is on the screen, press PAGE.

3. The page number will then appear on the screen.